SEGA

SEGA CD™

Power Factory™

FEATURING C+C MUSIC FACTORY

SONY IMAGESOFT

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

Licensed by Sega Enterprises, Ltd. for play on the SEGA CD™ system.

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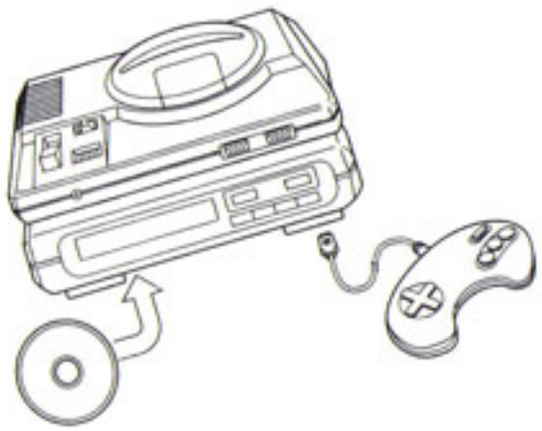
Getting Started



1. Genesis Controller should be plugged into the "Control 1" on your Sega Genesis.

2. For Audio: Using the cable on the Sega CD, attach headphones output-jack on the Sega Genesis to the mixing jack.

3. Follow Sega CD System directions to OPEN the Sega CD drive. Press Reset to open disc drawer.

4. Carefully place your Power Factory CD game disc in the Sega CD System with the label-side facing up. Press the Start Button to close drawer and begin play.

5. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Handle it with care. Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

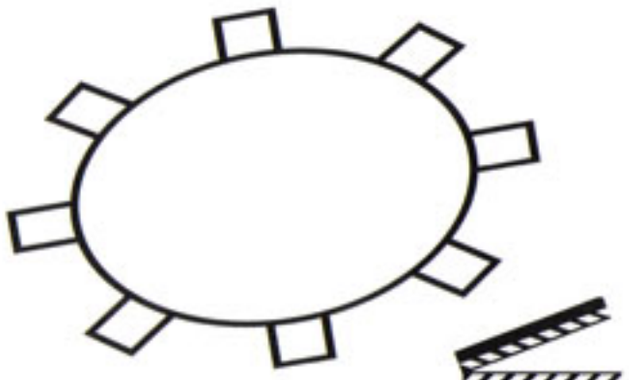
Welcome to the Music Factory. This is where C+C get their good looks!

And tonight they've got to look their best . . . fast. We're up to our pecs in video requests and we need your help—if you got the juice! Some want Freedom sliced, some want him diced, and some want him smeared, frozen, washed, and flipped upside down until he turns blue. It's up to you to work your video voodoo and put C+C together—make some magic tonight and there's a limo waiting outside to take you and your buddies, Dwayne and Franklin, out on the town.

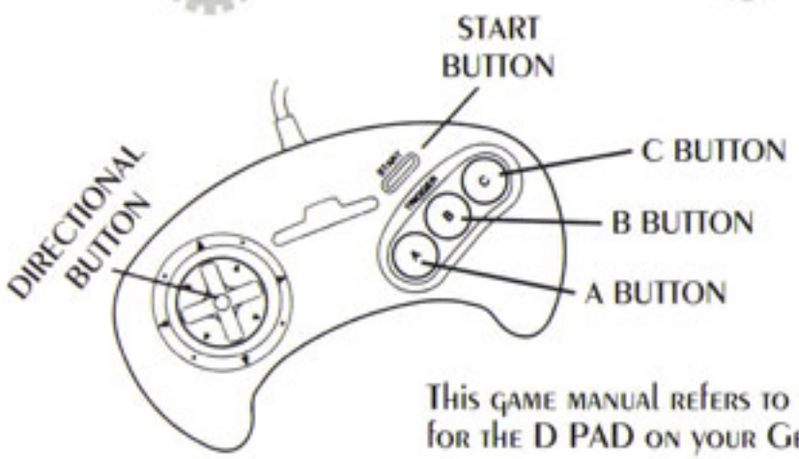
Now first you must get through one of the Track Doors—be quick—you don't want to end up on the outside looking in. And beware of the Disc Drivers—Mr. Wheely Boss and Mr. Blackshirt Man—follow their orders and you'll do just fine.

Are you ready? It's going to be another hot one in the old factory tonight . . . and We're Gonna Make You Sweat! So put on your hard hat, pull some chains and get ready to pound some discs. Hmmmm.

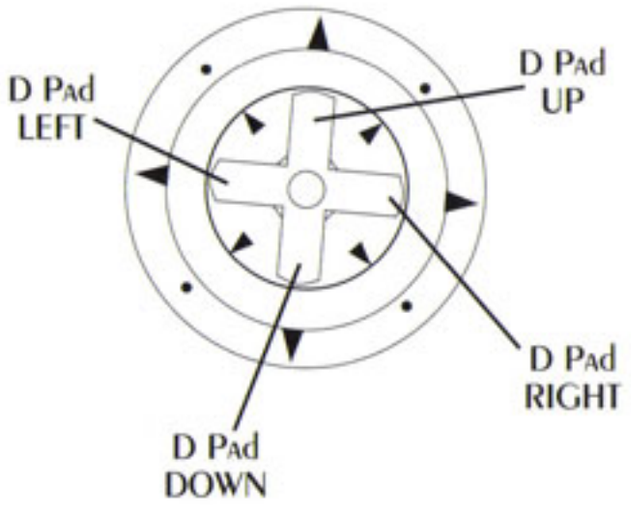
Here We Go, Let's Rock And Roll . . .



Names of Controller Parts



This game manual refers to the following directions for the D PAD on your Genesis Controller:



EDIT CONTROL SUMMARY

A, B or C BUTTONS:
Use to call up specific video file footage from the triple screen video library. When a screen is already selected, pressing the same button again will cancel all effects.

Directional Pad UP or DOWN:
Use to cycle through menu selections and special effects options.

Directional Pad RIGHT or LEFT:
Use to apply selected special effects to chosen image on the Main Monitor.

START BUTTON:
Use to bypass the title screens and pause during game.

AC START:
While editing in Edit Challenge, or U-Direct Mode, you can return to the Caller Screen, or U-Direct Screen, at any time by pressing the A, C and START BUTTONS simultaneously.

"MAKE MY VIDEO"

Options Menu

To access the GAME OPTIONS MENU, let each of the Track Doors open and close by themselves. You will then be presented with the GAME OPTIONS MENU, where you can choose from the following:

EDIT CHALLENGE

Man, we got to fly if we're gonna get outa here in time to paint the town. Now first you gotta pick a Track Door (see Track Doors on page). Get in before the Disc Drivers catch you and you're home free. And remember: listen to the clues—give 'em what they want and it's limo city all the way.

U-DIRECT MODE

It's time to par-tay. Here's your chance to really flex your mixing muscles! The Disc Drivers have gone back to their caves, and you've got the entire factory to yourself. Experiment, create, go crazy and Make Your Video. (See page 8 to see special effects menu.)

Edit Challenge

Let's Get Busy! We got lots of discs to burn so pick your Track Door and come on in. Yo! Listen carefully to what we tell you—we'll read off the request orders and all you got to do is put C and C together. Remember: the more clues you use, the better you will do. After we play back your video, the Disc Drivers will rate your work. Pay attention—if you're going to lay it down, you've gotta play heads up!

•Hint: While we're giving you the word on what to pull onto the video disc, we'll throw you some still video footage at you. When this happens, we either want you to put the "still" on the disc, or leave it out.

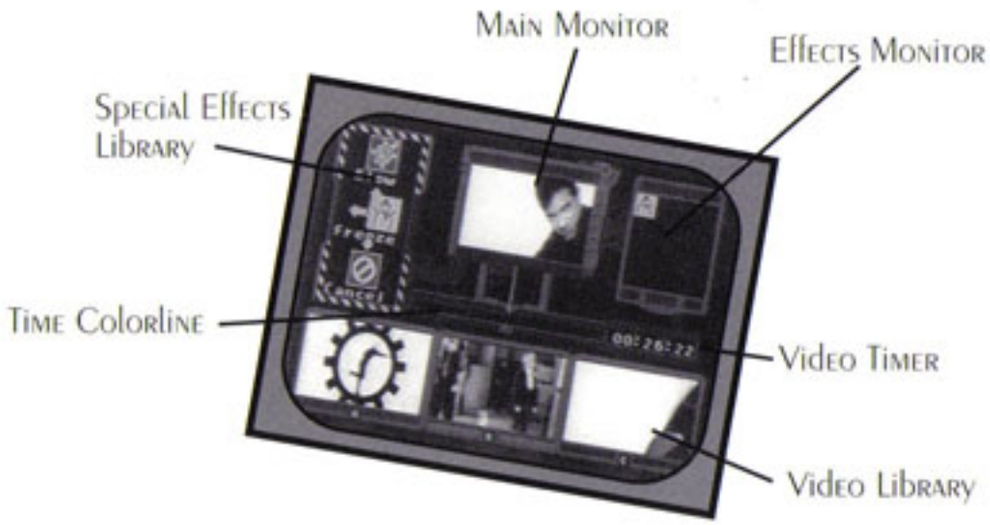
The Yellow Logo means to watch out for the stills.
The Green Logo means to pound in the stills.
The Red Logo means to leave them out.

TRACK DOORS

You have three Track Doors to pick from. Behind each door is the mixing room. It's up to you to choose a door and make it through before one of the Disc Drivers catches you. Once inside, you'll be given your video assignment.

THE MIXING ROOM

This is where you get to work your video magic. You've got three video monitors and one special effects library from which to pull your celluloid. Make it hot!



MAIN MONITOR

This is where it's all comes together. Every slice, every dice, every smear, every clip appears on this screen.

SPECIAL EFFECTS LIBRARY

These icons represent the special effects you have to work with. (See TO SELECT AN EFFECT to find out how to operate the effects library.)

EFFECTS MONITOR

This screen lets you know which special effect or effects you are using. Don't be afraid to unleash your creative genius and mix several FX together at the same time.

VIDEO TIMER

This lets you know what video you are using, and for how long.

VIDEO LIBRARY

Your video library consists of three color-coded screens, each filled with all kinds of funked-up footage. Use your library wisely as you will be evaluated on your creative touch, and how well you follow editing requests.

TIME COLORLINE

Each video monitor has a letter code and color indicator.

Screen A: Red
Screen B: Green
Screen C: Blue

The colorline indicates by color, the length of time a chosen piece of footage remains on the main monitor. To make a selection from the video library use the corresponding A, B or C BUTTONS on your control pad.

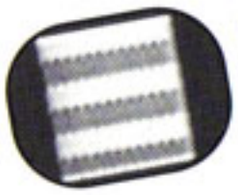
TO SELECT AN EFFECT

You got a whole mess of special effects to fool around with. The effect you choose will always be displayed on the Main Monitor.

TO SELECT A SPECIAL FX: Press the Directional Pad UP or DOWN until the desired effect is inside the four arrows. Then press the Directional Pad RIGHT or LEFT to activate one of the two versions of that effect.

TO CANCEL AN EFFECT: Press the Directional Pad RIGHT or LEFT to center the current FX icon; or select the Cancel icon.

TO QUICK CANCEL: Press the button corresponding to the current scene (A, B or C BUTTON).



SLICE: This slices the scene horizontally so that every other "slice" is reversed.
Right: Breaks the screen into horizontal stripes that shift from side to side.
Left: Breaks the screen into horizontal stripes

DICE: Like slice, except this effect cuts the bands vertically.
Right: Breaks the scene into shifting stripes.
Left: Allows images to reverse top to bottom in every other strip.

FLIP: Allows you to turn the entire screen, or just half of it, upside down.
Right: Flips just the left half.
Left: Flips the entire screen.

MIRROR: You can mirror half of the screen, or all of it.
Right: Mirrors only top half.
Left: Mirrors whole screen.

MIXER: This effect jumbles the entire screen, like pieces of a puzzle.
Right: Incredibly mixed up.
Left: All mixed up.

SLOW: Slow Step is editor's jargon for slow motion.
Right: Super slo mo.
Left: Slo mo.

STROBE: This adds a strobelight effect to the screen.
Right: Every other frame is black.
Left: Every other frame is white.

FREEZE: This effect temporarily freezes the action.
Right: Freezes the frame for 10 seconds or until you Cancel.
Left: Freeze the frame for 5 seconds or until you Cancel.

CANCEL: Use this to turn off all effects currently in use.

GRAY: This changes the screen to black and white using shades of gray.
Left: A positive image.
Right: A negative image.

RED/GREEN/BLUE: Here's your tint. Go crazy and try mixing colors.
Right: Negative image
Left: Positive image

WASH: Wash alters your color consistency.
Right: Colors go gonzo.
Left: Colors go wild.

LYRICS: How do you want your lyrics served up?
Right: Lyrics will appear below the video image. Lyrics can be cancelled by Quick Cancel.
Left: Lyrics appear below the video image. Lyric effects can not be cancelled by Quick Cancel.

BIGPIX: This allows you to tweak the pixels on the screen.
Right: Makes pixels huge.
Left: Makes pixel large.

SMEAR: This does what it says: It smears the pixels.
Right: Bamboozles pixels.
Left: Jumbles pixels.

U-Direct Mode

Clivelles and Cole (that's C+C to you) are lucky to have you at the controls. Take your time, sit back and work that video voodoo you do so well.

Here's how to use U-Direct Mode. Follow Edit Challenge guidelines and edit as usual using the A, B and C BUTTONS.

You can pause at any time and go back and redo any edits you have previously made. You can also go back and add/remove any previously laid down special effects.

To do this, use the Directional Pad RIGHT and LEFT to scroll the timeline back and forth along edits. Once you've completed re-editing, press the START BUTTON to resume playback and continue making your video.

TRACK SELECTION

You have three funky C+C hits to create videos for—Gonna Make You Sweat, Here We Go, Let's Rock & Roll and Things That Make You Go Hmmmm . . .

PLAYBACK

Select this option to view your video creation.

TOP TEN VIDEO MIXERS

Do you have the juice to make it on the Clivilles and Cole all-time videologist list?

LOAD EDIT

Use this mode to load a saved edit. If video is already saved then the name will appear to the right. If no name appears there are no edits to load.

SAVE EDIT

Use this mode to save an edit. Select this menu item to save your U-Direct video. This feature comes in handy when you have to stop before you're finished editing. It's also useful when you've made a video you're particularly proud of and want to show it to a friend.

The video you save will overwrite any video you have previously saved in the backup RAM. Each new video you save will have a name so that you can identify it. The name will be displayed to the right of the Save Edit option.

NOTE: You can save only one video at a time in the backup RAM. However, you can move videos between backup RAM and the SEGA RAM cartridge. (See your hardware manual for details on this procedure.)

EDIT CHALLENGE

Select this option to play EDIT CHALLENGE.

COMBINING SPECIAL EFFECTS

Using six or more special effects simultaneously may cause the music to skip intermittently and also may result in an undesirable video image.

SAVING VIDEOS TO BACKUP RAM USING SAVE EDIT

Prior to saving a video to the Sega CD BACKUP RAM, you will need to either format the BACKUP RAM or erase any previously saved games. If you do not do this, attempting to save a video to BACKUP RAM will cause the message SAVE FAILED to appear on the screen.

To format your BACKUP RAM, or to erase any previously saved games, choose "OPTION" from the Sega CD main menu. (For more details on "THE OPTION MENU" please refer to your Sega CD harware manual.)

Hot Hints

FOR PUTTING C+C AT THE TOP OF THE CHARTS

- In Edit Challenge mode listen closely to the clues—the more clues you follow, the better your chances of making it on the Clivilles and Cole all-time videologist list.
- Keep your eyes on all three lower screens all the time. You have to punch fas for a tasty mix.
- Feel free to mix effects, but don't mix too many at once. You could end up with a mush mix.
- For a wild kaleidoscopic effect try combining slices and dices.
- In Edit Challenge mode, what you leave out is as important as what you leave in.
- Not all clues in Edit Challenge are verbal. Sometimes they show you what they want. So listen, and look.

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